



Town of Danville

Bocce League

Rules & Regulations

(Updated April 2025)

It is the intent of the Town of Danville to provide a program that promotes sportsmanship, friendship, fun, and enjoyment.

The league will be governed by the Town of Danville, which will incorporate rules from the International Bocce Federation and SANCRA. The Town of Danville reserves the rights to change, interpret, modify, add, or delete any rule or requirement it deems necessary for the welfare of the league.

According to Ordinance No. 2011-03:

Smoking shall be prohibited in all parks, facilities, and buildings owned or maintained by the Town of Danville.

According to Ordinance No. 13-2.3

No person shall consume any alcoholic beverage, with the exception of beer and wine, in any area of a park, including parking lots associated therewith. Individuals twenty-one (21) years and over may consume beer and wine in parks providing it is consumed in conjunction with picnicking activities.

Roster & Team Information

- All players must fill out and sign the official roster before playing in the league.
- Players can be added to the roster up until the 4th week. All additions must be emailed to the League Coordinator, and players must sign the roster prior to the first game of play.
- Team Managers are responsible for the actions of their players, including, guests, animals and children brought by players.
- This is an 18 & over adult league. No players under 18 can register or be added to any rosters.
- Contact with League Coordinator, for addition of players, questions regarding schedule, and rule modifications etc. Should be done through each team manager only.
- **Teams may not register for a new season if there is an outstanding balance on the manager's account from a prior season.**
- **All dues must be paid in full by the closing date of registration in order to remain registered and participate in the upcoming season.**

EQUIPMENT

- There will be a complete set of bocce balls (107mm) for each court on game nights. Please return balls to the designated bag after your match.
- Each court will have a designated tape measure to be used in case of a close call.
- If you choose to use your own equipment, both teams must agree, and equipment must be approved by Recreation Coordinator before match play. If the other team does not agree, Town of Danville equipment will be used.

WHO GOES FIRST?

- The visiting team (Red) will determine the end from which play will begin.
- The home team (Green) may have the first toss of the pallino (small target ball).
- To determine home vs. away, please see the league schedule online or in the binder on site.

STARTING A GAME

Defining what is a Match and what is a Game. A single match will consist of three games being played in any given night. In order to be considered winner of the match you must win best out of 3 games.

Matches begin at 6pm and consist of 3 games.

** If a team does not have all players – please see rules on forfeits and times.

When the pallino has been properly put into play, the home team (Green) will roll the first bocce ball trying to get as close as possible to the pallino. If that bocce ball hits the backboard, remove that ball and roll the next ball.

Once the first ball has been properly rolled onto the court by the home team, they will step aside and will not roll again until the opposing team has either: (a) rolled one of their bocce balls closer to the pallino or (b) rolled all of their balls.

Whenever a team rolls a ball closer to the pallino, they will step aside and let the other team roll. The other team rolls until it beats (not ties) the opposing ball. This continues until both teams have used all of their bocce balls. The team who scored last will roll the pallino to begin the next frame from the opposite end. A frame is when both teams have rolled their balls and points are awarded. The winning team will have the first roll in the next game. Consecutive or alternating rolls by teammates shall be determined by the players.

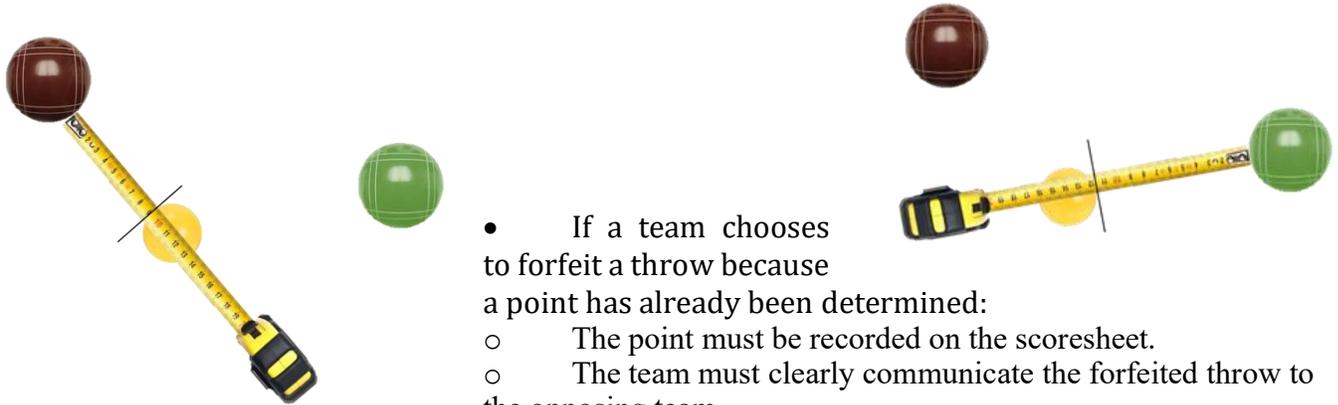
- Players may use the sidewalls at any time.
- If a player rolls the wrong color ball, simply replace it with the correct color when it comes to rest.
- If a player rolls out of turn, the opposing team may either: (a) leave everything as is, including the rolled ball exactly where it is, or (b) they may return all moved balls to their approximate original positions and remove the rolled ball from play.

PLAYING THE GAME

How Do You Score?

- Each night, teams will play 3 games. **The first team to score 12 points is the winner of the game and will be awarded 1 point. (1 point per game won)** There are a total of 24 points available in each season.
- If a team chooses not to play the 3rd game, they forfeit that game, and the opposing team will be awarded one (1) game point. If the 3rd game is a double forfeit, neither team will be awarded the game point.
- Only one team scores in a frame. A frame is when both teams have rolled all their balls and points are awarded.
- At the end of the frame, one point is given for each ball that is closer to the pallino than the closest ball of the opposing team.
- Points that are in dispute should be measured. If the bocce balls are removed prior to measuring, points for bocce balls in dispute are not awarded. Please make sure both teams agree to the score, before clearing the court.

- All measurements should be made from the inside dimension of the bocce ball to the inside dimension of the pallino. Best measuring practice is to measure from inside of the bocce ball, extend over the pallino, and determine the distance by eyeing the inside of the pallino.
- If a measurement is needed and it is determined that two balls are equally distant from the pallino:
 - Those two balls are removed from contention.
 - The next closest ball will be awarded the point.
 - This process continues until a point can be awarded.



- If a team chooses to forfeit a throw because a point has already been determined:
 - The point must be recorded on the scoresheet.
 - The team must clearly communicate the forfeited throw to the opposing team.
- The player does not need to throw the ball once the forfeit is declared.
- The team manager must initial the score sheet at the end of all three games.
- **Scores will not be modified after the score sheet is initialed by both managers, unless by error of the Town of Danville.**

What if a Ball Hits the Backboard?

- Any bocce ball that comes in contact with the backboard is a dead ball on impact and is removed from play until the end of the frame. This includes balls that hit the backboard as a result from being moved by another ball.
- If a thrown bocce causes a stationary bocce to hit the back board, the stationary bocce will be removed from play. If the thrown bocce hits the back board, it is automatically considered a dead ball, and is removed from play. If a stationary bocce or the pallino is hit after the thrown bocce hits the backboard, that stationary bocce or pallino shall be replaced to its approximate original position.
- If after a valid play only the pallino remains on the court, the team that last rolled must roll again until a ball remains in play or that team is out of balls.
- If the thrown ball comes to rest on the pallino and another ball that is touching the back wall, that thrown ball remains in play. The ball touching the back wall is removed from play. If the pallino is touching the back wall it remains in play.
- Please wait to throw any bocce balls, until all bocce balls have been removed and/or replaced accordingly to the backboard rulings.

Forfeits:

You must have a minimum of two players in order to play a game. A forfeit will be called if no players or only one player is present at the predetermined forfeit time. A late arriving player can join in the game after the frame is finished.

A forfeit will be called:

6:15 PM for GAME 1

6:25 PM for GAME 2

6:30 PM for GAME 3

If you are unable to field a team, you must notify the League Coordinator by 3:00pm on game days. Teams will be issued a warning for the first forfeit. A second forfeit will result in immediate removal from the league and will forfeit all league fees. Forfeiting more than one match throughout the season may affect that team's ability to register in the next desired season.

Failure to notify the League Coordinator of a forfeit will result in a one (1) season suspension.

TOSSING THE PALLINO

- A player may toss the pallino any distance if it passes the centerline of the court and does not hit the backboard.
- If a player does not toss the pallino properly, the opposing team will toss the pallino instead, but the original team will continue with the first roll.
- If the pallino leaves the court for any reason in the middle of a frame, then the frame will be started over with no recorded points.
- Volo Shooting (lofting the ball in the air beyond the courts center line) is not allowed.
- Any Volo Shooting above the waist may be constituted as a throw which is illegal, it is suggested to keep your Volo Shooting waist high.

FROM WHERE DO YOU ROLL?

- Player movements are limited to the foul line.
- The player may step on but should not step over the foul line before releasing the pallino or bocce ball. If the player steps over the foul line when releasing the ball, the ball will be taken out of play.
- When a player releases the pallino or bocce ball, both feet must be on the court.
- When a player is rolling, all members of the opposing team must remain outside the court.
- Players may not change ends during a game.

NUMBER OF PLAYERS ON A TEAM

- There are a minimum of four players on each team, and a maximum of 16.
- In foursomes, two players are stationed at opposite ends of the court and will roll two balls each. At the end of each frame, the next frame begins from the opposite end of the court.
- If only three people on a team are present, two players will be stationed at one end of the court and will roll two balls each. The remaining one player will be stationed at the opposite end of the court and will only be allowed to roll two balls in each frame.
- If only two people on a team are present for a game, one player will be stationed at each end and will only be allowed to roll two balls in each frame.
- Town of Danville employees cannot act as a team manager.

Substitutes

- Each team may have substitutes as long as the substitute has signed the official roster. The rosters will be in a binder at the park on all scheduled match days.
- Substitutions can only be entered in at the beginning of a new game, unless taking the spot of a missing player.
- Substitutions during play may be made between frames, only after both teams have rolled their balls and points are decided. Substitutes must remain on the same side throughout the entire game.

Adding Players:

- Players may be added at frame changes.
- Additional players can be added to a roster up until the 4th week and must play in 3 matches to participate in play offs.
- Town of Danville may check IDs after the 4th week of league play during the season. If a player is found to not be on a active roster, then the team will forfeit that game and get a warning. If it happens again, the team will be suspended for the remainder season and will not receive any registration priority.

Misc.

- The ball is NOT considered dead if a player holding the ball steps off the court.
- Players may travel between sides of the courts at any time, except active throwers during a frame. Players are considered “active” until the frame is completed.

- **Court Etiquette & Shared Space**

- This is a recreation league — courtesy and sportsmanship are expected.
- Courts 1–4 have limited table space:
 - Please share table space with your opposing team.
 - As a guideline:
 - Tables on the south side = Home Team
 - Tables on the north side = Visiting Team

Rainouts/ Reschedules

- Only a town of Danville Coordinator or Supervisor can cancel or call a game.
- For bad weather and potential cancellations – **Please call the Rainout Hotline 925.314.3482**
 - **This will be updated by 2pm on game days**
- No games may be rescheduled for any other reason than bad weather or unplayable court conditions.
 - A game will be rescheduled on the next available week after the league is scheduled to end. This would push out play offs by each week it is rescheduled.
 - If a team is unable to field their team for a make-up game, that team will forfeit.

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PLAYOFFS

Playoff Teams:

Depending on the League size, the top qualifying teams will advance to the play offs.

League Size	Qualifying Teams
12 Teams or more	Top 8 Teams
10 Teams	Top 6 Teams, Top 2 get a BYE
8 Teams or less	Top 4 Teams

Playoff Seeding & Tiebreaker:

Playoff Seeding and Tiebreakers will be determined by:

1. Games won (24 max number available in a season)
2. Matches won (8 max number available in a season)
3. Head-to-head play

4. Any forfeit during the season
5. Total points scored (running total for season kept by town staff, will skip #4 and go straight to total points scored in the case of multiple-team ties of 3 or more teams).
6. Total points allowed

****In the event of a tiebreaker and the deciding factor is a forfeited match, the team that forfeited will be the lower seeded team.**

Playoff Rosters:

- Only players on the final roster will be allowed to play during the playoffs.
- I.D. s will be checked at Play Offs
- There will be no new players added to the roster after week 5. Players must be added before the 5th match starts.
- Players must have played in at least three league matches to qualify for playoffs.

Playoff Schedule/Scoring:

Playoffs are scheduled the week following regular season play. In all playoff games, teams will play one game to 15 points. The winning team must win by two points or until time has run out.

If teams are unable to win by two points in the championship game, then the first team to 21 wins.

All playoff games have a 70-minute times limit, and all will start at the same time. Due to time constraints, a new frame will not be started if there is less than 10 min left in the allotted game time.

- **Unfair Advantage-** If a team is caught delaying play intentionally by the tournament director/town staff on purpose, they will receive one warning by tournament director/town staff, if it happens again, they will receive a 2-point deduction.
- Championship game- no time limit, teams may begin play once they are ready.

Teams are not allowed to start to practice until both teams are present. Teams may only begin to practice on their assigned first round court prior to 6:00pm. Following 6:00pm, teams may **not** practice on any court that is assigned subsequent playoff game.

- **All play offs and championships must be completed by 10pm.**
 - For any unforeseen event during playoffs or the championship, the game in play, will resume the following week (same day). They will start with the score they left off with and a new frame.
 - If a team cannot field 4 rostered players on the following make-up game, it will be considered a forfeit.
 - If the last frame of the game is called and a team is behind by 4 points or less, the trailing team will have the opportunity to throw to either tie or win the game.

Player Code of Ethics

It is the intent of the Town of Danville to provide a program that promotes fitness, athleticism, sportsmanship, friendship, fun, and enjoyment. Unsportsmanlike conduct will not be tolerated.

The following "Team and Player Code of Ethics" has been adopted by all participating agencies with S.A.N.C.R.A. and will be strictly enforced. A suspension in one agency is recognized as a suspension in all agencies.

1. No player shall, at any time, lay a hand upon, shove, strike or threatened an official. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain suspended until the League Director has considered he/her case.
2. No player shall refuse to abide by an officials/ Town of Danville Staff decision. Officials/ Staff are required to immediately suspend player from further play and report such player to the League Director. Such Player shall remain suspended until the League Director has considered his/her case.
3. No player or team should bring or participate in distributing or consuming hard liquor at any and all Danville Facilities/ parks during town of danville Adult Sports programs
4. No player other than the manager or captain shall discuss with an official/ Staff in any manner the decision reached by such an official/Staff.
5. No player shall be guilty of using unnecessary rough tactics in the play of the game against the body of person of an opposing player. Officials/Staff are required to immediately suspend play from further play and report such player to league supervisor.
6. No player shall be guilty of physical or abusive verbal attack as an aggressor upon any player, official/Staff or spectator. Officials/Staff are required to immediately suspend player from further play and report such player to the League Director.
7. No player shall appear on the field of play at any time in an intoxicated condition. Officials/Staff are required to immediately suspend player form play and report name to League Director.
8. No player shall be guilty of gambling upon any play or the outcome of games with any spectator, player, or opponent. Officials are required to report violation of this rule to League Director.
9. The team is responsible for the conduct of its fans and supporters. If the conduct of its fans and supporters becomes abusive towards opposing team members or any league officials/Staff they place the team in jeopardy of forfeiting the game.
10. No player shall be guilty of repeatedly violating league rules or behave in a manner that is disruptive to the smooth operation of the league and whose general conduct, although not flagrant, is undesirable to the standards of the adult sports program.

11. No team shall be guilty of breaking rules in the “Team and Player Code of Conduct”. In any situation where the rules are broken and individual offenders cannot be determined (i.e., major fight) then the League Director can take disciplinary action against the team as a whole.
12. The team and team representatives are charged with the responsibility of their team members. Any player who refuses to abide by the penalty levied against him/her by the officials of League representative, places his/her team in jeopardy of forfeiture and suspension.

Consequences for breaking the above leagues rules, policies and player code of conduct:

1. The League Coordinator shall have the power and full discretion of imposing penalties on all violations of the Player Code of Conduct. In any violation not included in said Code, the penalty shall be at the discretion of the League Coordinator.
 - a. Violations can include but are not limited to, suspension of a game to a League BAN.
2. Any participant removed from a game must leave the park or school facility immediately. Failure to do so will carry a maximum penalty of one-year suspension.
3. Managers are responsible for actions of their participants and spectators at all times and will be disciplined accordingly.

CONTACT INFORMATION

League Questions, Comments, Concerns?

www.danville.ca.gov/adultsports

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Ian Murdock, Program Supervisor, Sports & Facilities

imurdock@danville.ca.gov

925.314.3406 phone

925.838.9141 fax

Rainout Hotline (updated by 4:00 pm on game days)

925.314.3483 x 5

General Information

Danville Community Center

420 Front Street

Danville, CA 94526

925.314.3400 phone

925.820.2782 fax

Scores and Schedules

www.danvillerecguide.com